

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2R

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Rules Level: Introductory
 Jumping: 0 Role: Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 20	LT	6	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 20	RT	6	1/Msl	6	7	14	21
				[M,C,S]				
2	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9

Ammo: [LRM 20] 24

BV: 1,477

WARRIOR DATA

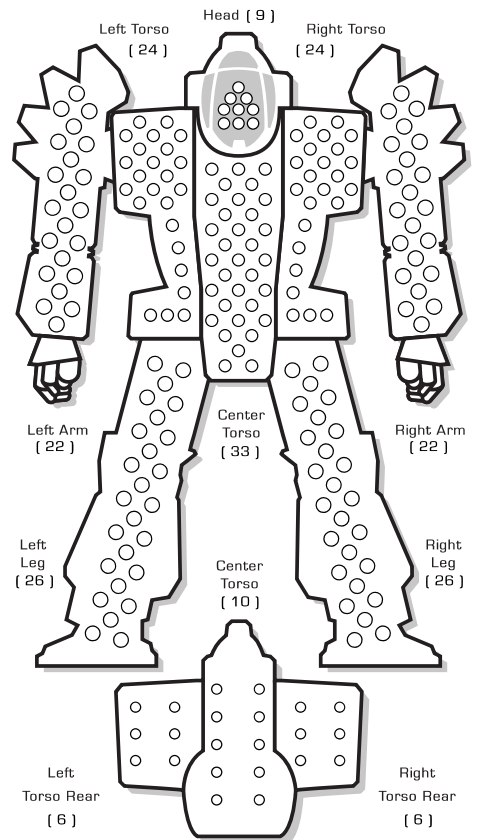
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
 - Roll Again
- Center Torso**
- Roll Again
 - Roll Again
 - Roll Again
- 4-6 Roll Again
- Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Ammo [LRM 20] 6
- 1-3 Ammo [LRM 20] 6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6 Roll Again

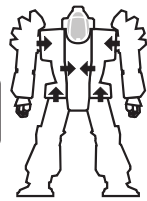
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3 Roll Again
- Roll Again
 - Roll Again
 - Roll Again
- 4-6 Roll Again
- Roll Again
 - Roll Again
 - Roll Again

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3 Gyro
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 4-6 Medium Laser (R)
- Medium Laser (R)

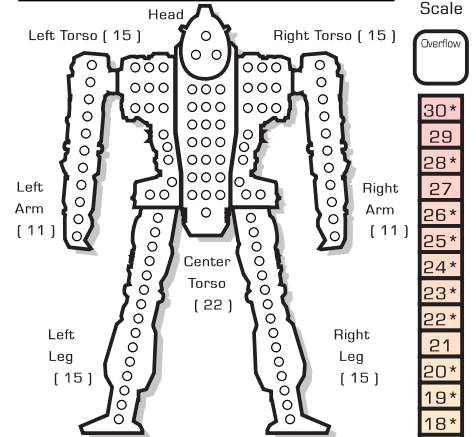
- Right Torso**
- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Ammo [LRM 20] 6
- 1-3 Ammo [LRM 20] 6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6 Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Heat Sinks: 10



Heat Scale

